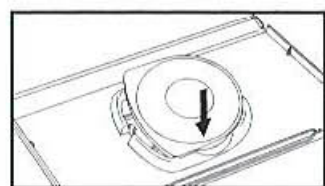


SPINOUT

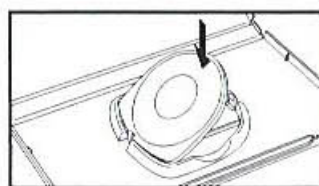
GHOSLIGHT

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

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SYSTEM SOFTWARE UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an “update request” message is displayed on-screen at game start-up.

Performing a System Software update
The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™ Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select “Settings” from the Home Menu, and then select the “System Settings” option. Select “System Information” and if the “System Software” version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP™ Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SPINOUT

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SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Spinout disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previous save data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save Spinout data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB - 128MB = 432KB

256MB - 2GB = 480KB

NOTE: This title uses autoload and autosave features. Any previously saved data will be loaded automatically on start-up.

STORY

The Xorbs are piloted by a race of angelic humanoids who spend their time exploring the galaxy. In order to do this they have constructed special spheres out of ethereal alloys which allow them to interact with the material world.

As sensitive, aesthetic creatures they seek out as much visual stimulus as possible and collect it obsessively. They are also very competitive beings, and constantly try to outdo each other and so the 'Xorb Trials' were born; a fast paced and exciting racing sport.

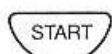
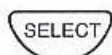
Combining their love of exploration with their competitive drive they have transformed their explorations into a mystical sports event. As they travel to each new world, they construct elaborate pathways to traverse the landscape and appreciate all the sights.

It is a matter of pride for the beings to travel the pathways in the most exciting manner possible. Executing dazzling and daring manoeuvres while travelling at super fast speeds earns them the respect and admiration of their entire race – and as such the 'Xorbers', as they are known, are very highly regarded.

CONTROLS

BUTTON

Analog stick



ACTION

Move Xorb

Airbrake

Menu accept Speed-up intro flythrough

Exit intro fly-through

Overhead camera

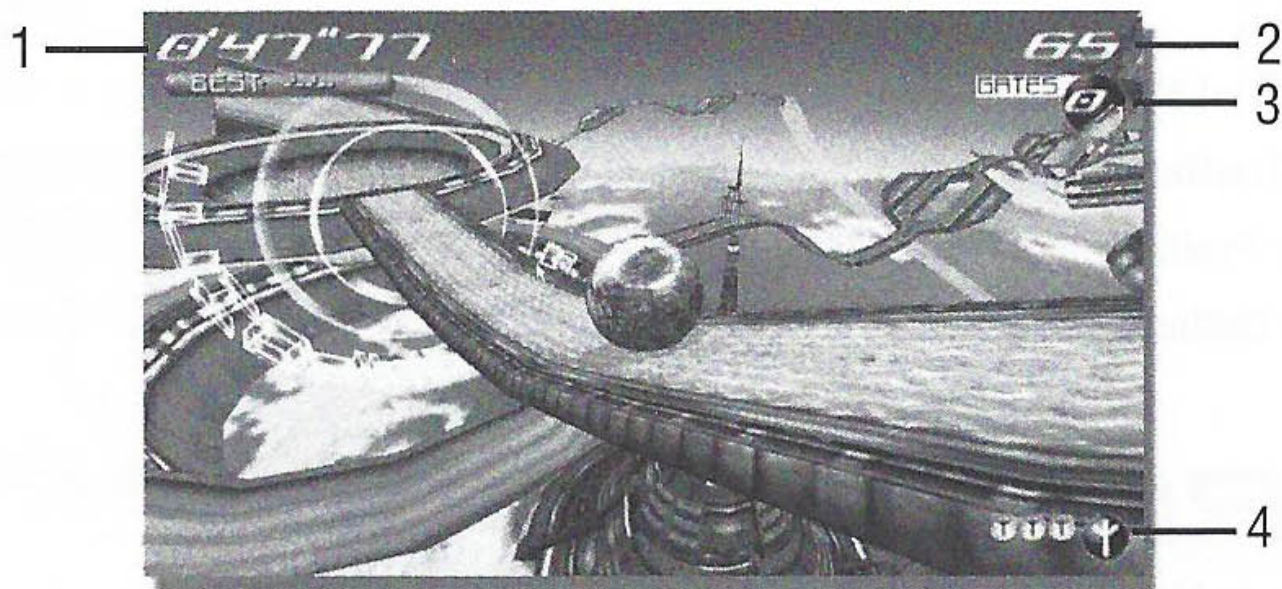
PAUSE game and access in-game options



GAMEPLAY

ARCADE, CAREER, PRACTICE AND TIME TRIAL

In Spinout, the object is to guide your Xorb (using the analog stick) through various challenging levels.



1. Time remaining
2. Speed (KPH)
3. Checkpoints reached
4. Lives remaining

You will have to battle against the clock, tackle perilous ledges and defy taxing courses. If you run out of time or if your Xorb falls off the course, you will lose a life and will restart from the last checkpoint.

Lose all your lives and you will have to restart from the beginning of the level.

Good luck!

XORB BOWLING

Use the analog stick to crash your Xorb into the pins. The player with the most pins knocked over at the end of the game wins.

Make sure you don't crash your Xorb off the side of the track or the throw will count as a "Gutterball" and you won't be awarded any points!

MAIN MENU

The options available from the Main Menu are:

Arcade Mode

Career Mode

Practice

Time Trial Mode

Xorb Bowling

Player Profiles

Game Options

ARCADE MODE

In Arcade Mode you will have to progress through a set number of levels in order. All 54 levels are included, in order of difficulty. Additionally, as you progresses through the levels, the speed class will increase. The early levels start out at Explorer class (slowest) and gradually move up to Mystic class (fastest) on the later levels.

CAREER MODE

The Career Mode is based around your Auto-Nav system – this is where you select destination planets. Each of the 9 planets features a special Xorbing venue, and within each venue there are 6 separate courses.

Some planets are locked and can only be unlocked by completing all the courses within a previous venue.

Once you have selected a planet, you can choose to play any of the courses within that venue in any order. For each course you can win Fire, Air or Aqua awards, depending on your completion time. For each award you will earn a set amount of Mana Points. These can then be spent on Xorb customisations in the Player Profiles screen.

PRACTICE MODE

Practice any of the courses unlocked in the Career Mode without a time limit. You can select courses in any order, within any Class, providing you have unlocked them in the Career Mode.

TIME TRIAL MODE

The objective here is to complete the courses in the quickest time to earn a place on the score board. This mode features a Best Time 'Replay Xorb', which appears after the first attempt at a course. This Xorb will replay your fastest time whilst you race - effectively you making your own opponent. You can select courses in any order, within any Class, providing you have already accessed them in the Career Mode.

PLAYER PROFILES

The Player Profiles screen allows you to make changes to the following settings:

Select Profile

Select Name

Select Class

Customise Xorb

Xorb Tuning

Reset Profile

SELECT PROFILE

Choose this option to switch between any one of up to three different three stored profiles.

SELECT NAME

This will allow you to alter the profile name.

SELECT CLASS

There are 3 race classes:

Explorer Class

Titan Class

Mystic Class

The Classes are set by the maximum allowable weight of the Xorb, based on its construction materials. The beginner Class (Explorer) features heavier Xorbs constructed from heavy metals that are slower, heavier and much more resilient to damage. Progressing through to the final Mystic Class; the Xorbs are constructed from light weight plastics so are much faster, far lighter and more manoeuvrable but very fragile.

Each of the Classes has a different set of unlockable Xorb materials, trims and neon's and completely independent Best Time tables. A Class is only unlocked once the previous Class has been completed.

CUSTOMISE XORB

This option will allow you to edit the Shell Type, Bodywork or Hatch of your Xorb.

XORB TUNING

The Xorb Tuning screen lets spend your Manna Points on upgrading your Xorb.

RESET PROFILE

This option will delete all saved data for your current profile!

XORB BOWLING

Compete against up to 3 other players in an exciting game of Xorb 10-pin bowling.

GAME OPTIONS

The Game Options screen allows you to change the following settings:

MUSIC VOLUME

Set the in-game music level.

EFFECTS VOLUME

Set the volume level for all effects.

LOAD GAME

Load saved game data from a Memory Stick Duo™.

AUTOSAVE

This option will enable or disable the autosave feature.

RESET TO DEFAULT

This resets all options back to their original status.

CREDITS

Laughing Jackal LTD:

Development Manager: Daren Morgan

Senior Producer: Alasdair Evans

Producer: Simon Davis

Lead Tester: Stephen Barber

QA: Ross Brierley, Ben Rogers

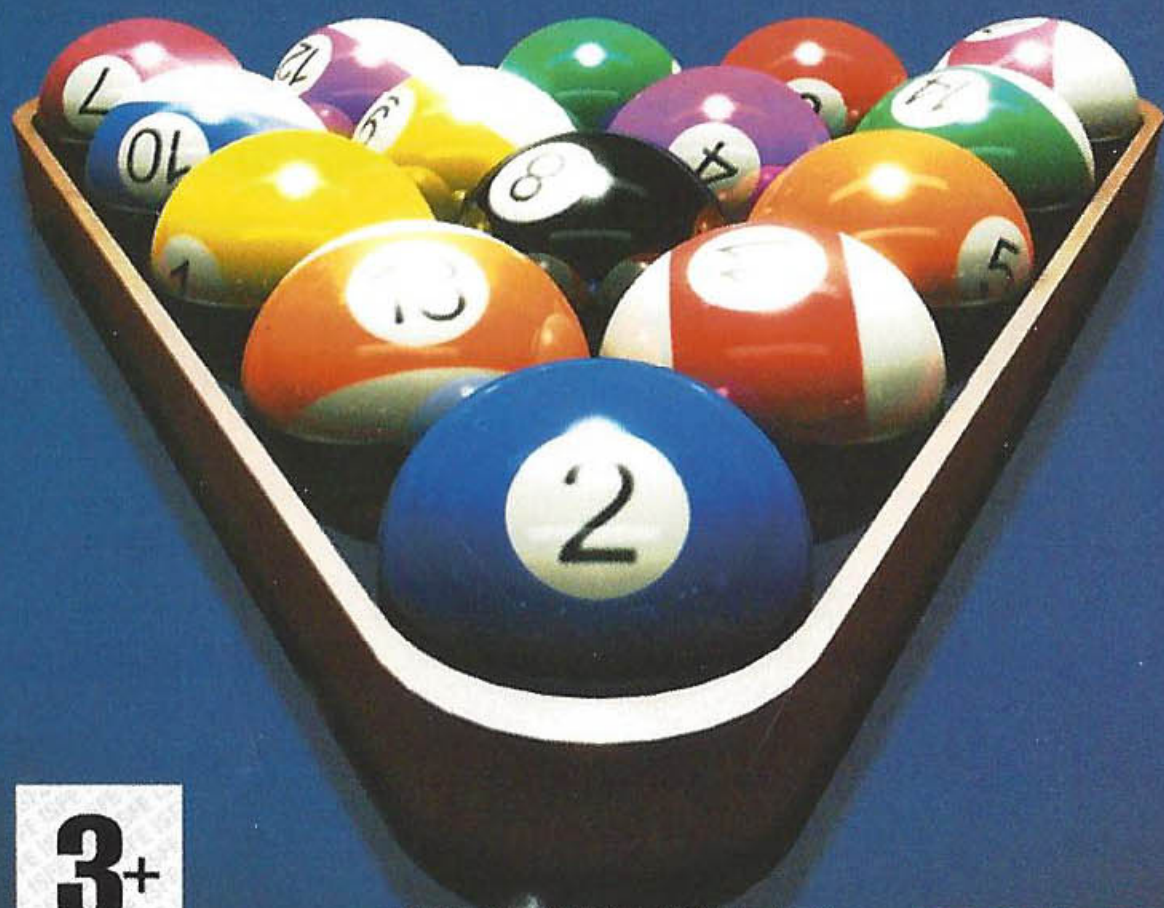
Art direction & packaging: Stuart Neal, Paul Morgan, Marc Keeling-Vincent



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